



CASINO

Vegas Edition

AUTHENTIC 'VEGAS THRILLS!

**12 Never-before-seen
Monopoly slots!**

**Slots, Poker, Keno, Roulette,
Blackjack, Craps, Sic-Bo & More!**



**OVER
245
GAME VARIATIONS!**

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FIRST THINGS FIRST

The ReadMe File

The *MONOPOLY CASINO Vegas Edition* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *MONOPOLY CASINO Vegas Edition* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\MONOPOLY CASINO). You can also view the ReadMe file by first clicking on the START button on your Win95/98/Me taskbar, then on Programs, then on Infogrames Interactive, then on *MONOPOLY CASINO Vegas Edition*, and finally on the ReadMe file item. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

System Requirements

Operating System:	Windows® 95/98/Me
Processor:	Pentium® II 266 MHz or higher
Memory:	32 MB RAM
Hard Disk Space:	100 MB Free
CD-ROM Drive:	4X Speed
Video:	2 MB Windows® 95/98/Me-compatible SVGA video card capable of fully supporting 800 x 600 resolution*
Sound:	1 MB Windows® 95/98/Me-compatible sound card*
DirectX:	DirectX version 8.0 (included) or higher

** Indicates device should be compatible with DirectX version 8.0 or higher.*

SETUP AND INSTALLATION

1. Start Windows® 95/98/Me.
2. Insert the *MONOPOLY CASINO Vegas Edition* CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98/Me desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file in the install folder of the *MONOPOLY CASINO Vegas Edition* CD-ROM game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the *MONOPOLY CASINO Vegas Edition* CD-ROM game.
5. Once installation is complete, click on the Start button on the Win95/98/Me taskbar and choose Programs/Infogrames Interactive/*MONOPOLY CASINO Vegas Edition*/*MONOPOLY CASINO Vegas Edition* to start the game.

Note: You must have the *MONOPOLY CASINO Vegas Edition* game disc in your CD-ROM drive to play.

Installation of DirectX

The *MONOPOLY CASINO Vegas Edition* CD-ROM requires DirectX 8.0 or higher in order to run. If you do not have DirectX 8.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME TO MONOPOLY CASINO Vegas Edition!

Get ready for an exceptional gaming experience that blends all the thrills and excitement of Las Vegas and Atlantic City casino games with the classic themes of the *MONOPOLY* game. Win big in a fantastic 3-D world featuring the *MONOPOLY* icons you grew up with and all your favorite casino games!

Getting Started

To gain entrance into the grand *MONOPOLY CASINO*, you must present an identification (i.d.) card containing your player name, casino bankroll and *MONOPOLY* token mascot. You obtain an identification card at the first screen you encounter after launching the game.



Creating a New Identification Card

A roster of ten i.d. cards appears on the left-hand side of the screen underneath the label "Select Your Player." For the very first session, all cards will be devoid of any information. Later on, saved cards will be displayed in this list. By default, the top-most card is highlighted to indicate it is the active card. You may left-click on any other card to make it active. Once you've selected a card, left-click on the Edit Player button to enter information.



Select a Player Name

You will see a large version of the i.d. card on the upper right region of the screen. Left-click on the name plate to type in your playing name (it can't exceed twelve characters in length).

Select a Token Mascot

On the far left-hand portion of the screen is a list of twelve MONOPOLY playing pieces. Left-click on the one you wish to use with this i.d.

Select a Starting Bankroll

Beside the list of MONOPOLY playing pieces is another list of starting bank accounts. This will be your money stake at the start of the game. Choose either \$1,000, \$5,000, or \$10,000.

If you are unhappy with a choice, simply left-click on the Clear button to start afresh. When you are satisfied with the results, left-click on the GO button in the lower-right corner to proceed to the main floor of the casino.

Modifying an Existing Identification Card

You can alter the name or token of a saved card with the same editor. You may not change the money amount, however, unless you are bankrupt.

Playing with an Existing Identification Card

Left-click on the card you want to play and then left-click on the GO button. You immediately proceed to the main casino floor.

Color-Coded Bands

Notice that each identification card has a special color band. It is an indicator of the size of the player's current wealth. The stripe changes color as his/her bankroll fluctuates.

Purple	\$0 – \$999
Light blue	\$1000 – \$4999
Maroon	\$5000 – \$9999
Orange	\$10,000 – \$19,999
Red	\$20,000 – \$29,999
Yellow	\$30,000 – \$49,999
Green	\$50,000 – \$99,999
Dark blue	\$100,000 – \$249,999
Gold	\$250,000+

On the Casino Floor

Once at the main floor, there are two ways to proceed to the game of your choice.



THE UNIVERSAL TOOL

Go To Button

Click on the G (Go To) button located on the Universal Tool in the lower-left corner of the screen. Find your game of choice in the menu that appears and left-click on it.

Floor Locales

Several banks of slot machines, game tables, and special game rooms appear on the main floor. A sign appears above each describing what kind of game is being played there. Left-click on the desired location. A pop-up menu will appear with a list of games available there. Left-click on the one you wish to play.

Before you can begin playing most games, you have one more decision to make from the following choices:

- Table and card games require you to choose a table limit.
- Video Poker and Slot Machines will ask you to choose a credit denomination.
- Bingo will ask you what type of game you wish to play.

If you choose Keno you will proceed directly to the game.

The Universal Tool

This tool lets you perform both general and game specific tasks.

Options (O)

You can control general and game specific options from the Options screen.

Player

Selecting 'Player' returns you to the Player screen where you may modify any of the i.d. cards. You would select this option if you wish to return to play as another character.

General

Most of these choices are presented as toggles that you can turn on or off with a click. Some options are controlled with a slider button.

- Review game credits
- Toggle music on or off
- Toggle sound effects on or off
- Toggle animations on or off
- Change music volume
- Change sound effects volume
- Play alone
- Play with one AI player
- Play with two AI players
- Play with full table (default)

Game Specific

Many of the games offer a selection of options that enable you to modify their rules of play. Choosing the 'Game' options displays these rules in a menu format. Other games, like slots and video poker, that have no need for options, show a grayed out button. Refer to manual sections devoted to individual games for details.

Help (?)

This button is useful and active only when at a game site. It provides two kinds of assistance: Hints and Rules of Play.

Go To (G)

Clicking on this button generates a menu of all the games available to play. Navigate to the one you wish to join and click on it to start.

Cash Out/Quit (\$)

Left-clicking on this button while playing a game puts you back on the casino floor. If you quit, any outstanding bets are lost, so you may want to consider leaving a bet on the table before cashing out. You will also lose any credits you have in a slot or video poker machine so be sure to cash out before you leave. See "The Cash Out Button" on page 9 for more information about cashing out. Left-clicking on this button on the casino floor causes you to exit the game and return to your desktop.

The Betting Tool



- The **denomination buttons** augment your bet size amount. This number appears in the 'Cash total' window located in the lower left panel of the tool.
- The **bet button** (B) either transfers the indicated cash total into a slot or video poker credit account or places a bet of that amount at the *Blackjack* or *Pai Gow Poker* table. It is not needed for the other games. Your bankroll is reduced accordingly.
- The **clear button** (C) resets the cash/bet amount to the default.

This tool performs a variety of tasks depending upon the type of game that you are playing.

For *slot* and *video poker* machines, the sole function of the Betting Tool is to enable transfers of money from your bankroll into the machine's credit account. Make your actual bets by using the buttons on the game console. Retrieve your credit with the 'Cash Out' button on the machine.

For *Blackjack*, *Pai Gow Poker*, *Craps*, *Sic Bo*, and *The Money Wheel*, the Betting Tool establishes the size of the bets you intend to make at the table. Because *Craps*, *Sic Bo* and the *Money Wheel* offer a variety of bets, actual wagers can only be placed with the mouse at the table. In the case of the two single-bet games, *Blackjack* and *Pai Gow Poker*, you can also make your solitary bet by left-clicking on the B button. Bets may be reduced or removed by right-mouse clicks. Winnings are automatically deposited into your bankroll.

In *Roulette*, you only use the Betting Tool to set the size of your

betting stake if you aren't satisfied with the default amount offered. The tool remains inactive at all other times.

The *Poker card games, Bingo and Keno* have no need for bet sizing or credit deposits and, consequently, no use for the Betting Tool. It becomes inactive when you play these games.

At the start of a play session with any game that uses the Betting Tool, a default number always appears in the cash total window equal in size to the coin a game machine accepts or to the table minimum. The quantity can never be made smaller than this amount in order to prevent attempts at placing credit deposits or bets below the minimum amount required.

Additionally, for *Blackjack, Roulette, Pai Gow Poker, Craps, Sic Bo, and the Money Wheel*, you will not be permitted to increase the cash total above the bet maximum.

The Cash Out Button

A button labeled "Cash Out" is located on the console of each slot and video poker machine. This Cash Out button lets you remove all accumulated credits from a game.

All slot machines and video poker machines retain your winnings, saving you the bother of inserting coins for each play. Therefore, it is very important to remember to click the Cash Out button before leaving a game. If you don't, your accumulated winnings will be lost. Also, if you are at a table game that is in progress you will lose any bets you have on the table when you leave the game.

Identification Cards

Exclusive i.d. cards representing the participants appear at the table and card games. Left-click on a card and you'll be able to review the player's money currently on the table in bets, the player's total winnings or losses accumulated so far in this game session, and, if applicable, the number of wins and losses for the session. If playing *Roulette*, you will also see the size of the player's table stakes.

Placards/Betting Limits

A placard is posted at each table and card game indicating the betting limits in abbreviated form. Left-click on the placards to view them in complete detail. Another left-click restores the original view.

Positive Expectations

Naturally, the casinos are in business to take our money and not to give away theirs. To guarantee a healthy profit, they've introduced a favorable house edge into every game they offer, usually by meddling with the payoff odds. Interestingly, there are two exceptions — *blackjack and video poker* — where, with optimal play, the player can obtain a slight advantage. When the casinos introduced these two games, their gaming advisors hadn't yet realized they could be "broken" by either counting cards (*blackjack*) or playing for extended periods of time (*video poker*). Once the secret was out, casinos couldn't easily remove the pair since they had become two of the most popular games on the floor. The

casinos' current policy is to expel blackjack card counters whenever they detect them and to tolerate the video poker veterans who must play for long hours to eke out a scanty living.

The pros label all of the other casino games "negative expectation" games because you should expect to lose money playing them in the long run. We, on the other hand, prefer you have fun and win some money so we have provided many of our games with either "positive expectations" or, at least, with "improved expectations." After all, you aren't risking real money so we need to stoke your thrills with increased opportunities of increased winnings. Here is a list of games that provide better returns than the casinos offer.

All slot machines — With extended play, you should win money on these machines. Understand that we've factored in winning the big money prize and, since it usually takes thousands of spins to accomplish this feat, you still have a good chance of ending a session with a loss.

Keno — We've increased the value of all the prizes for this game. We'll still make a little bit of money (about 2.5% of every dollar wagered) but not nearly as much as the casinos would make off you.

Bingo — You will definitely benefit from playing this game. It's generally paying out twice as much as it's taking in.

ROULETTE

Roulette Chips

A casino stocks each of its roulette tables with enough sets of uniquely colored chips to supply a fully attended session. These chips differ from the standard denominational chips ordinarily used at the other table games. The color of a roulette chip indicates ownership instead of inherent value. You are expected to choose the value of your chips.

When you first arrive at the roulette table, a pop-up window appears offering you a default chip value and starting stake based upon the table minimum. You may accept the default numbers or change them in the pop-up window. You must use the Betting Tool in the lower-right corner of the screen to change the size of your stake. The dealer then makes a notation of your chip denomination in a special location by the roulette wheel and hands you the appropriate number of chips, all of the same color. Only you will be allowed to use chips of this color during your time at the table. Generally, your choice of chip size is limited to one of these amounts: \$1, \$5, \$10, \$25, \$100, \$500.

Because you play with a fixed chip denomination in Roulette, you can mistakenly enter a stake size that is not divisible by the chip value. In this case, the odd amount will be automatically returned to your bankroll.

For example: You are playing Roulette with \$5 chips and enter a stake amount of \$104. You will be given 20 chips and the odd \$4 is returned to your bankroll.

Note that the game registers the value of your chips as a multiple of twenty. This is because dealers prefer to work with roulette chips in stacks of twenty. To illustrate, a '100' marker placed on your chip by the wheel informs the dealer that a stack of twenty of your chips is worth \$100. A quick calculation determines that you are playing with \$5 individual chips.

For example: You decide that your chips will be worth \$1 apiece. You put up \$100 for your starting stake and receive 5 stacks of 20 chips of the same color in return. A '20' marker will then appear on a chip of your color beside the roulette wheel. You are now ready to begin betting. Notice that the size of your stack depletes as you place chips on the table and grows as you receive winnings.

Whenever you run out of chips, you will need to invest some more of your bankroll for new ones to continue play. The pop-up window will automatically reappear asking for an amount to spend. If you prefer to automatically pay the price for the default number of 100 chips, turn off the notice in the options menu.

Types of Bets and their Payoffs

Casinos use an odds ratio as the universal shorthand for describing what they will pay you for a winning wager. For example, read "payoff 17-1" to say, "You win 17 additional chips for every chip wagered here."

Inside Bets — Bets placed anywhere on the numbered portion of the layout.

Straight up (chip occupies a single number space) — payoff 35-1

You win if the number appears on the next spin of the wheel.

Vertical split (chip straddles horizontal line that separates two numbers, including the 0/1, 0/2, 00/2, and 00/3 pairings) — payoff 17-1

You win if either of the two numbers appears on the next spin of the wheel.

Horizontal split (chip straddles vertical line that separates two numbers) — payoff 17-1

You win if either of the two numbers appears on the next spin of the wheel.

Threeline or street (chip sits on leftmost line that begins a row of 3 numbers) — payoff 11-1

You win if any one of the three numbers in the row appears on the next spin of the wheel.

Sixline or double street (chip sits on leftmost intersection between two rows of 3 numbers) — payoff 5-1

You win if any one of the six numbers occupying the two rows appears on the next spin of the wheel.

Fiveline (chip sits in the upper-left corner of the 1 space and covers 0, 00, 1, 2, and 3) — payoff 6-1

You win if either 0, 00, 1, 2, or 3 appears on the next spin of the wheel.

Corner or quad (chip sits on the intersection of four number spaces) — payoff 8-1

You win if any one of the four numbers appears on the next spin of the wheel.

Courtesy or 0/00 split (chip straddles vertical line between 0 and 00. Some casinos place bet on line between the '13-24' and '25-36' outside boxes) — payoff 17-1

You win if either 0 or 00 appears on the next spin of the wheel.

0,1,2 (chip sits on intersection between 0, 1, and 2 squares) — payoff 11-1

You win if either 0, 1, or 2 appears on the next spin of the wheel.

00,2,3 (chip sits on intersection between 00, 1, and 2 squares) — payoff 11-1

You win if either 00, 2, or 3 appears on the next spin of the wheel.

0,00,2 (chip sits on intersection between 0, 00, 2 squares) — payoff 11-1

You win if either 0, 00, or 2 appears on the next spin of the wheel.

Outside Bets — Bets placed on those betting regions located outside the numbers.

Red — payoff 1-1

You win if any red number appears on the next spin of the wheel.

Green — payoff 1-1

You win if any green number appears on the next spin of the wheel.

Odd — payoff 1-1

You win if any odd number (excluding 0 and 00) appears on the next spin of the wheel.

Even — payoff 1-1

You win if any even number (excluding 0 and 00) appears on the next spin of the wheel.

Low (1 through 18) — payoff 1-1

You win if any number between 1 and 18, inclusive, appears on the next spin of the wheel.

High (19 through 36) — payoff 1-1

You win if any number between 19 and 36, inclusive, appears on the next spin of the wheel.

First dozen (1 through 12) — payoff 2-1

You win if any number between 1 and 12, inclusive, appears on the next spin of the wheel.

Second dozen (13 through 24) — payoff 2-1

You win if any number between 13 and 24, inclusive, appears on the next spin of the wheel.

Third dozen (25 through 36) — payoff 2-1

You win if any number between 25 and 36, inclusive, appears on the next spin of the wheel.

First column — payoff 2-1

You win if any number in the column above the betting space appears on the next spin of the wheel.

Second column — payoff 2-1

You win if any number in the column above the betting space appears on the next spin of the wheel.

Third column — payoff 2-1

You win if any number in the column above the betting space appears on the next spin of the wheel.

Betting Limits

Because of space restraints, we were unable to display the full betting limits for roulette on the placard. Here are the true minimum/maximums allowed.

- Inside anyway \$5 – \$200, Outside \$5 – \$5,000, Column dozen \$5 – \$2,500
- Inside anyway \$10 – \$400, Outside \$10 – \$10,000, Column dozen \$10 – \$5,000
- Inside anyway \$25 – \$1,000, Outside \$25 – \$25,000, Column dozen \$25 – \$12,500
- Inside anyway \$100 – \$4,000, Outside \$100 – \$100,000, Column dozen \$100 – \$50,000

Inside anyway lets you place any number of bets on the 38 number portion of the layout so long as the total amount wagered equals or exceeds the minimum indicated. You cannot place more than the maximum amount indicated on any one bet.

For example, playing with an inside anyway limit of \$10 – \$400, you decide to place ten bets. Each may range in size from \$1 – \$400. Ten \$1 bets satisfies the *minimum* and having no single bet exceeding \$400 satisfies the *maximum*.

Outside indicates the even odds regions placed beside the 38 numbered spaces. They comprise the 'red,' 'black,' 'even,' 'odd,' 'high' (19 – 36), and 'low' (1 – 18) spaces. Individual bets made here can't be less than the minimum or more than the maximum allowed.

Column dozen comprises the remaining outside spaces distinguished by 2-1 odds:

- 'First Dozen' (1-12)
- 'Second Dozen' (13-24)
- 'Third Dozen' (25-36)
- 'First Column'
- 'Second Column'
- 'Third Column'

Individual bets made here can't be less than the minimum or more than the maximum allowed.

The casino imposes these different limits to encourage play on low odds bets while avoiding exorbitant payouts on high odds bets.

Rules

Play is divided into four phases:

1. Place Bets
2. Spinning the Wheel
3. Examine the Results
4. Resolving the Bets

Place Bets

You and the other players place bets at the same time.

- You may place a bet by left-clicking on the desired location. This deposits one chip there. You can add more chips, one at a time, by making additional left-clicks.
- Right-clicks remove chips.
- Individual inside bets need not meet the minimum so long as the total amount bet inside does.
- Individual outside bets must meet or exceed the minimum.

When satisfied with your wagers, left-click on the 'Spin' button to proceed to the next phase, "Spinning the Wheel."

Spinning the Wheel

This occurs automatically. The winning number appears in four different places:

1. The ball rests in the winning number slot on the wheel.
2. The winning number space on the betting layout receives a RR crossing marker.
3. The winning number emerges at the top of the score sign.
4. The winning number shows in the center of the Universal Tool at the lower left corner of the screen.

Winning bets are marked with a 'W.'

Losing bets are marked with an 'L.'

Surrendered bets are marked with an 'S.'



Examine the Results

Once the spin animation has concluded, you have an opportunity to examine the results of the bets before they resolve. When done looking, click on the 'Continue' button to proceed to the next phase, 'Resolving the Bets'. You may automatically skip this phase if you wish by selecting the 'Turn off 'continue' button' choice in the options menu.

Resolving the Bets

This occurs automatically. First the losing bets are removed from the layout and then the remaining bets are paid out to the winners. Once all bets have been removed, you may begin placing bets for the next game.

CRAPS

Heading to Craps

When at the main floor of the casino, proceed to the Craps table either by using the G Button or left-clicking on the table appearing on the floor. Before you can enter, however, you must decide on the table limits for the game. You have four levels to choose from.

1. \$5 – \$5,000
2. \$10 – \$5,000
3. \$25 – \$10,000
4. \$100 – \$40,000

Arriving at the Craps Table



Whenever you join a game of craps, you see the following:
The betting layout. This fills up most of the screen and is composed of all of the different betting fields offered in the game.

'Finished Betting/Continue' button

Shooter's current status window, e.g. "Coming out," 6 point, 4 point, etc.

A dice window in the Universal Tool.

Summary of Play

Here is a very brief description of what goes on at a craps table. One of the players takes the dice as shooter. The player throws the dice in an attempt to establish a point of 4, 5, 6, 8, 9 or 10. This is popularly called a "come out" throw. Three results are possible:

1. The player throws a 4, 5, 6, 8, 9, or 10 thereby successfully establishing that number as his/her point. The dealer signifies this by placing a large 'On' marker in the space containing that number on the betting layout.
2. The player throws a 2, 3 or 12 which means he/she "craps out" and must try again to "come out." Certain table bets will win or lose based on a craps throw.
3. The player throws either a 7 or 11 and must throw the dice again to "come out." Different table bets will win or lose based on this result.

Once the shooter establishes a point, his/her object changes. The player is no longer "coming out" but, instead, trying to "make his/her point." The player continues to throw the dice until either:

1. The player again throws his/her point number, or
2. The player throws a 7.

If the player throws his/her point number first, the player retains the dice and begins a new "come out" throw for another point. If the player throws a 7 first, he/she loses control of the dice and must pass them to the next player to throw.

In between dice throws, players, including the shooter, may place bets on the layout. Depending upon what is thrown, some bets may win, some may lose, and others remain where they are, still unresolved.

Types of Bets and Their Payoffs

Craps offers a large and interesting array of bets to attract you to the table.

Pass Line and Don't Pass Bets

These are the two primary and integral bets in craps. You may only make them while a shooter is "coming out." You cannot make these bets once the shooter has begun trying to "make his/her point."

When you place a bet on the pass line, you are backing the shooter in his/her attempt to make his/her point. Conversely, when you place a bet on the *don't pass* field, you are wagering that the shooter won't make his/her point. As long as a shooter is making "come out" throws in an attempt to establish a point, 7 or 11 causes *pass line* bets to win and *don't pass* bets to lose, while 2, 3, or 12 causes *pass line* bets to lose and *don't pass* bets either to win or push (players have their bets returned to them). Once a shooter

establishes a point, *pass line* bets win and *don't pass* bets lose if the player makes his/her point before throwing a 7. Conversely, *pass line* bets lose and *don't pass* bets win if the player throws a 7 first.

There is an anomaly with the *don't pass* bet. If the shooter throws a 2 or 3 on a "come out" throw, the *don't pass* bettors win as expected. However, if the shooter throws a 12, the *don't pass* bettors don't win as expected but get their bets returned to them as a "push." This tiny modification is enough to switch the *don't pass* bet advantage from the player to the house.

1. Once the shooter is chasing a point, the numbers 2, 3, 11, or 12 no longer have any effect on either the *pass* or *don't pass* bets. Only the point number and 7 matter.
2. *Pass* and *don't pass* bets pay off at 1-1.
3. You cannot alter or remove a *pass line* bet once its point has been established.
4. You may decrease or remove entirely a *don't pass* bet once its point has been established. You may not increase it.

Come and Don't Come Bets

Because you may not make *pass line* and *don't pass* bets once the shooter has established his/her point, the casinos have provided two equivalent bets — *come* and *don't come* — to keep the action going. For *come* and *don't come* bets, you just pretend that the shooter's next throw is a come out throw and proceed from there.

1. Once a point has been established for a *come* bet, its chips are moved to the point's place number box located at the top of the layout.
2. Once a point has been established for a *don't come* bet, its chips are moved to the box directly above the point's place number box.
3. *Come* and *don't come* bets work exactly like *pass* and *don't pass* bets and pay off at 1-1.
4. You cannot alter or remove a *come* bet once its point has been established.
5. You may decrease or remove entirely a *don't come* bet once its point has been established. You may not increase it.
6. These bets are off limits on 'come out' throws.

For example, a new shooter starts his/her throws. You make a *pass* bet by placing a \$25 chip on the *pass line*. The shooter throws an 11 and you immediately win \$25. You take your win and leave your original bet on the table. The next throw is a 4. Your *pass* bet remains where it is and the dealer places the 'On' marker in the 4 box to signify the shooter's point.

Now you want to make another pass bet but the rules won't allow it. You can make a *come* bet, instead, and do so by placing another \$25 chip in the Come field. With betting done, the shooter throws a 6. Your pass bet remains where it is, unresolved. The dealer moves your come bet to the 6 number box.

You make another \$25 bet in the Come field. You still can't make a pass bet since the shooter is still chasing his/her point. The next throw is a 12. You lose your current *come* bet. The other two bets remain, since neither a 7 or their point number has yet appeared to resolve them.

You make your third \$25 bet in the Come field. The shooter throws a 6. Your original *come* bet wins at 1-1, your *pass* bet remains, and your current come bet relocates to the 6 box.

You make a fourth \$25 *come* bet in the Come field. The shooter now throws a 7. Your *pass* bet and your *come* bet in the 6 box lose and are removed. Your bet in the Come box wins and is returned to you. The dice are passed to a new shooter. You can now make a pass bet again. The *come* bet becomes off limits until the new shooter establishes a point.

Free Odds Bets

1. These are special bets you can make to augment a *pass*, *don't pass*, *come*, or *don't come* bet.
2. You cannot add a *free odds* bet until a point has been established for the original bet. This is because the *free odds* bet pays based upon the true probabilities of "making the point" as shown in the chart below. These are the best odds you can ever obtain in craps, which is why *free odds* bets are popular with "smart" bettors.

Free Odds Payoffs

Points	Pass/Come Free Odds	Don't Pass/Don't Come Free Odds
4 or 10	2-1	1-2
5 or 9	3-2	2-3
6 or 8	6-5	5-6

These payoff odds are called 'true' odds because they reflect the true probabilities of winning as a ratio of the number of expected losses to wins.

To give one example, the 'true' odds for a *pass* bet on the point 6 is 6-5 (as shown in the table above). This means that for every six losses you should expect to win five times with this bet.

Although you can't predict that it will happen for any particular group of eleven bets, averaged out over many such bets, it will be so.

3. A *free odds* bet is generally denoted by leaning one of the bet's chips against the original bet. In the unusual case of *pass line* bets, the odds bet is placed on the bottom line directly below the original bet.

4. You can make a *free odds* bet in any amount up to the table maximum. Each left-click on the bet chip increments the *odds* bet by your bet size. Each right-click on the *bet* decrements the *odds* bet by your bet size. If your *free odds* bet ever exceeds the limit, the override is ignored and remains in your bankroll.
5. The **default** maximum *free odds* bet allowed is five times your original bet size for *pass line* and *come* bets or the amount that will let you win five times your original bet size for *don't pass* and *don't come* bets.

For example, you're playing with the **default** 5x *free odds* limit at the table. You make a \$40 *pass line* bet. No matter what point arises, you may not spend more than \$200 in *free odds* on the bet. If you do place \$200, your payoff will be either \$240 on a point of 6 or 8, \$300 on a point of 5 or 9, or \$400 on a point of 4 or 10. If you make the same \$40 wager on *don't pass*, a \$200 winning *odds* bet will garner \$166 on a point of 6 or 8, \$133 on a point of 5 or 9, or \$100 on a point of 4 or 10. To compensate for these lower payouts, the house lets you calculate your maximum *odds* bet for *don't pass* and *don't come* based on winning \$200 (5 times the \$40 bet).

- For a \$40 *don't pass* or *don't come* bet on:
 - 4 or 10, you may bet \$400 in *free odds* to win \$200 at 1-2 odds.
 - 5 or 9, you may bet \$300 in *free odds* to win \$200 at 2-3 odds.
 - 6 or 8, you may bet \$240 in *free odds* to win \$200 at 5-6 odds.
- 6. You may change the table limit with the Options menu described on page 7. Your choices range from 1 times your original bet or expected payoff up to 100 times your original bet or expected payoff.
- 7. Another Option menu choice lets you automatically place the maximum *free odds* bet possible with one mouse click.
- 8. Until the point is made, you can continue to increase, decrease or remove entirely any of your *free odds* bets.
- 9. Free odds on a *come* bet is 'off' on any subsequent come out roll. When this happens, the original *come* bet either wins or loses and the entire *free odds* bet is returned to you. You can remove this restriction in the Options menu.

Buy and Lay Bets

1. *Buy* and *lay* bets may be made on any of the point numbers — 4, 5, 6, 8, 9, or 10.
2. On buy bets, a 5% casino commission based on the bet amount is automatically factored in. Hence, if your bet amount is \$20, you will actually pay \$21 to make it.
3. On lay bets, a 5% casino commission is automatically factored

into the bet's expected payoff amount. For example, if you lay a \$40 bet on 4, you pay \$41 not \$42. This is because the 5% commission is based on the \$20 you would win on this bet at 1-2 odds not on the \$40 you actually bet.

4. Buy and lay bets less the 5% commission pay off at true odds.

Point	Buy Odds	Lay Odds
4 and 10	2-1	1-2
5 and 9	3-2	2-3
6 and 8	6-5	5-6

5. Buy bets are put in the number box; lay bets are put in the large box immediately above the number box.
6. A 'B' marker is placed on all buy bets and an 'L' marker is placed on all lay bets to distinguish them from come and don't come bets that can reside in the same spaces.
7. You may alter or remove buy and lay bets as often as you wish until the bets resolve. When you remove or reduce a buy or lay bet, you recover the appropriate portion of the commission.
8. Buy bets are "off" and don't pay on "come out" throws. They just remain where they are, unresolved. You can remove this restriction in the Options menu. Lay bets do pay off.
9. If a fractional amount occurs in your commission, you will always be charged the nearest whole dollar amount, rounded-up.
10. Try to gauge your bets so that they pay off in whole numbers. For example, knowing that a buy bet on the 5 or 9 pays off at 3-2, try to make your bets there in multiples of 2 so that you don't lose fractional amounts.

Place and Don't Place Bets

1. Place and don't place bets may be made on any of the point numbers — 4, 5, 6, 8, 9, or 10 just like buy and lay bets. You don't need to pay a commission on these bets because their payoffs have been altered to provide a house edge.
2. The payoffs on these bets are as follows.

Point	Place Bet	Don't Place Bet
4 and 10	9-5	5-11
5 and 9	7-5	5-8
6 and 8	7-6	4-5

3. Place bets are put in the little box just below the point number's box; don't place bets are put in the little box just above the point number's box.
4. Place and don't place bets don't pay off on "come out" throws. They remain where they are, unresolved. You can remove this restriction in the Options menu.

5. Try to gauge your bets so that they pay off in whole numbers. For example, knowing that a place bet on the 6 or 8 pays off at 7-6, try to make your bets there in multiples of 6 so that you don't lose fractional amounts.

Field Bet

1. This bet pays off at 1-1 if a 3, 4, 9, 10, or 11 appears on the next toss. It pays off at 2-1 if a 2 or 12 appears on the next toss. It loses if a 5, 6, 7 or 8 appears on the next toss.
2. You can change the odds for either the 2 or 12 (not both) to 3-1 in the Options menu.
3. You may make this bet any time.

Big 6 or Big 8

1. These work exactly like a place 6 or place 8 bet with 2 differences:
 - a) They resolve on any 6, 8, or 7 even if on a subsequent "come out" throw;
 - b) The payoff odds are reduced from 7-6 to 1-1.
2. Some casinos (all in Atlantic City) have eliminated the Big 6 and Big 8 bets. You can do the same in the Options menu.

Hardways Bets

These bets appear in the center of the layout.

1. There are four different hardways bets on the layout — double 2s, double 3s, double 4s, and double 5s.
2. To win a hardways bet, the shooter must throw the pair before he throws another 2 dice combination equaling that number or a 7. If the converse occurs, he loses.
3. Hardways bets are 'off' on any subsequent "come out" roll. You can remove this restriction in the options menu.
4. Hardways double 2s and hardways double 5s pay off at 7-1. Hardways double 3s and hardways double 4s pay off at 9-1.
5. You may make hardways bets any time.

Proposition Bets

These bets appear in the center of the layout.

1. You may bet that any of the following numbers will appear on the next throw — 2, 3, 11, 12, any seven, or any craps (2, 3, or 12). These bets either win or lose with the next throw. They never remain on the layout.
2. The payoff odds are as follows:

2 Proposition	30-1
12 Proposition	30-1
3 Proposition	15-1
11 Proposition	15-1
Any Seven	4-1
Any Craps	7-1

3. You may also make what is popularly termed a *horn* bet. You are wagering that either a 2, 3, 11 or 12 appears on the next dice toss. You must make the bet in a multiple of four because you are, in actuality, making a separate bet on each number. If a 2, 3, 11, or 12 hit on the next throw, you are paid off at the proper odds based on the total bet. Otherwise, all four bets lose. If you make an irregular bet, the program will automatically increment it by one, two or three dollars to make it conform to the rule of four.
4. E and C bets are the same as eleven and craps bets and pay the same, 15-1 and 30-1.
5. You may make proposition bets any time.

Betting Limits

These are the four levels of minimum/maximum available at the craps table.

\$5 - \$5,000
\$10 - \$5,000
\$25 - \$10,000
\$100 - \$40,000

Rules

Play is divided into four phases:

1. Place Bets
2. Shooter throws the dice
3. Examine the Results
4. Resolve the Bets

Place Bets

You and the other players place bets at the same time.

1. You may place a bet by left-clicking on the desired location. This deposits chips equivalent to your bet size there.
2. You can add more chips by making additional left-clicks. Right-clicks remove chips.

When satisfied with your wagers, left-click on the Roll button to proceed to the next phase, Throwing the Dice.

Throw the Dice

This occurs automatically even when you are the shooter. The dice toss appears on the table and in the center of the Universal Tool at the lower left corner of the screen.

1. Winning bets are marked with a 'W.'
2. Losing bets are marked with an 'L.'
3. Returned bets are marked with an 'P' to signify a 'Push.'

Examine the Results

Once the dice-toss animation has concluded, you have an opportunity to examine the results of the bets before they resolve.

1. Holding the cursor over a bet displays the amount won or lost.
2. When done looking, click on the 'Continue' button to proceed to the next phase, 'Resolving the Bets'.
3. You may automatically skip this phase if you wish by selecting the 'Turn off 'continue' button' choice in the Options menu.

Resolve the Bets

This occurs automatically. First the losing bets are removed from the layout and then the remaining bets are paid out to the winners. Once all bets have been removed, you may begin placing bets for the next game.

Becoming the Shooter

1. Periodically, a graphic showing five dice will appear asking, "Would you like to throw the dice?" Select two of the dice to indicate that you would. Otherwise, left-click on the Pass button.
2. If you choose to accept, you must make either a *pass* or *don't pass* bet.
3. A pair of dice appearing next to a player's identification card distinguishes the current shooter.
4. Once you fail to make a point, you must pass the dice to the next player. If you play long enough, the dice will be offered to you again.

SLOT MACHINES

The slot machines are arranged in three banks in the main casino area. Each of the banks offers a different style of play. The main bank offers **traditional slot machines**. These boil down to inserting coins and spinning the reels and hoping the reels line up properly for a payout. We also offer **progressive slot machines**. These operate much like the traditional slot machines. The one added feature is a progressive jackpot payout. The jackpot builds based on how often the machine is played and offers the player a chance to win a much larger prize than the traditional slot machines. The last variation is the **video slots**. Gone is the arm and the traditional reels found on the other slot machines. These machines offer more complex play on a video screen. They provide a much more visually stimulating play experience.

You can select a slot machine by clicking on a machine from the casino floor; or by selecting a machine from the Go To Menu.

When you click on the Go To button a menu will appear and you will be presented with a list of the three different slot types. Then you must select a game. When you choose one by clicking on it,

your next step is to select a Slot Amount. There are nine denominations, indicating the minimum bet amount that the game accepts:

- 5¢ Each credit costs five cents.
- 25¢ Each credit costs twenty-five cents.
- \$1 Each credit costs one dollar.
- \$5 Each credit costs five dollars.
- \$10 Each credit costs ten dollars.
- \$25 Each credit costs twenty-five dollars.
- \$50 Each credit costs fifty dollars.
- \$100 Each credit costs one hundred dollars.
- \$500 Each credit costs five hundred dollars.

Indicating How Much Money You Want to Play

Once you have selected which machine and Slot Amount you want to play, you must indicate how much money you want to put in the machine. Click on the Money Buttons in the Betting Area to add to the Bet Amount displayed in the window. Click on the Clear Bet button to reset the betting amount.

Placing Your Bet

Once you have indicated how much money you want to enter, click on the Bet button to begin play. You will notice that there are three displays on the slot machine. The "Credits" display shows how many credits you have entered based on the minimum bet amount of that machine. The "coins" display shows how many credits are being bet on the current game. When you receive a payout you will see it in the "winner paid" area.

For the progressive slot machines, the current jackpot amount is displayed in its own window at the top.

When you have entered your credits, your next step is to indicate how many of those credits you want to bet on the current game. You can either Bet One or Bet Max. Clicking on the Bet One button bets credits one at a time, stopping at the maximum number of credits you can bet for that particular machine. Clicking on Bet Max will bet the maximum number of credits, depending on how many credits you have entered.

Playing the Game

Once you have wagered some credits its time to spin the reels. When you click on the Spin button or pull the arm on the slot, the reels will begin to spin. They will stop on a random space from left to right. Depending on what symbols appeared along the pay lines you have wagered upon, you may receive a payout.

Winning

If your spin is a winner, the pay table at the top of the screen will light up to indicate what you have won. The corresponding number of credits will appear, added to the amount of Credits on the screen. The area next to "winner paid" will also indicate your current payout when you win.

Types of Slot Machines

The slot machines that available for play in *MONOPOLY CASINO Vegas Edition* are as follows:

Progressive Slots

Go To Pieces

Lap of Luxury

Family Tree

Slot Machines

Hit the Road

Short Line Trolley

MONOPOLY Acres

Property Tycoon

Jailbird

Cover Art

Video Slots

MONOPOLY 500

Direct Hit

Whodunit?

Most of the slot machines are straightforward and vary only in the number of coins required to play, paylines and the number of reels. A few of the slots merit further instruction. The slot machines with extra features (such as special payoffs), as well as the more complex video slots, are explained below.

MONOPOLY Acres

Special Payoffs

1. Any combination of mansion, Victorian, and townhouse (repetition allowed)
2. Any combination of summer cottage, bungalow, and rowhouse (repetition allowed)

Property Tycoon

The hotels are wild. However, any 3 of a kind comprised of one or more hotels pays half the natural (except 3 hotels which hits the jackpot).

Cover Art

Special Payoffs

1. Any combination of three early box covers (repetition allowed).
2. Any combination of three recent box covers (repetition allowed).

3. Every pig that appears on the payline contributes three coins to the piggy bank if playing at the three coin level.

The MONOPOLY symbol is Wild.

Whodunit?

You are involved in the mystery of the disappearance of MR. MONOPOLY. You must answer the questions of "Who was responsible?," "What vehicle did he use to make away with MR. MONOPOLY?," and "Where did the deed occur?" to solve the mystery and earn a reward of up to 500 credits.

At the start of a session, the program randomly selects the true solution of suspect, vehicle and location. These answers are placed face down in the form of a playing card at the bottom of the screen. The suspect is always positioned at the left, the vehicle in the center, and the location on the right. The label "Who Did It?" appears above the cards.

Your choices appear as cards below the payline accompanied by the notification "You Guess."

Left-click on the arrows below the windows to cycle through the available items for who, what and where when making your guess. These are the three lists:

Who

MRS. MONOPOLY
The Idle Heir
The Butler
The Chauffeur
Cook
The Gardener

What

Stutz Bearcat
Duesenburg
Model T
Cadillac
Rolls Royce
Touring Car

Where

Boardwalk
Marvin Gardens
Water Works
City Jail
Park Place
Pier
Short Bus Line
Reading RR Station
Electric Company

- Anytime a suspect in a suggestion matches the correct suspect, his/her card is flipped over and revealed in the Correct Solution. The same is true for the vehicle and location.
- Once all three correct answers are known, you win a reward if any match your solution. Whether you win or lose, the program prepares a new solution.
- At any time between spins, you may change one of your selections simply by clicking on it. You click on your new favorite as the replacement. You may not choose a symbol if it corresponds to one currently revealed in the Correct Solution. Those cards are locked in.
- Getting three magnifying glasses wins the Jackpot.
- If the correct solution appears on the payline, you win 250 credits.

Direct Hit

1. Bet up to 4 credits either directly through the coin slot or from your game account. For each credit bet, a battleship symbol appears on the grid. Once you click on a bet button, you can't change your bet.
2. You may place all of the available battleships on the grid, one at a time. Simply left-click on the squares you want them to occupy. There is a limit of one battleship per square. Alternatively, you can click the Spin button and the program will randomly position all of the unplaced ships on the grid for you. If unhappy with a ship placement, just left-click on it to remove it from the grid.
3. An announcement also appears notifying you to "Click on any grid to place battleship."
4. The purpose of the ship symbols is to keep track of the remaining unplaced ships. Consequently, each time you put a ship on the grid, a ship symbol will disappear.
5. You start the action by clicking on the Spin button. The MONOPOLY battleship, seen in the distance, fires four arcing rounds toward the grid. Each will splash into a different square in a completely random fashion. If a round hits a target ship, it explodes.
6. The rounds will shoot onto the grid and either splash down if they hit an empty spot or destroy a ship if they hit one. The symbols simultaneously appear in the payline.
7. If a payout results, the amount appears beside the payline. If the payable is on screen, the payoff line highlights as well. Suitable nautical bells and whistles sound.
 - All hit ships are added to the war chest. If you have accumulated a sufficiently large war chest, you can convert eight of the hit ships there to a Wild symbol. You will realize this because the following announcement appears under the payline, 'PAY 8 Ships from your War Chest. Make 1 token "WILD"!'
 - All you need to do is click on the symbol in the payline you want to make Wild. A Wild label replaces the symbol. Sufficient money is then deposited in your credit to cover the increase in winnings, if any. You may create only one Wild symbol per spin.
8. Each time a submarine appears, it is recorded in the register reserved for them. As soon as the fourth submarine shows up, your war chest is immediately wiped out. You then start to build a new war chest from scratch. The submarine count reverts to 0.
9. After a spin is resolved, you can empty your war chest in exchange for credits by clicking on the Empty War Chest button. The value of the chest will be added to your credit account.



10. If you manage to hold on until you've accumulated 30 hit ships in your war chest, you win the jackpot. The war chest then automatically empties.

MONOPOLY 500 Video Game

In MONOPOLY 500, the three horizontal reels each contain sections of race cars instead of symbols.

- Reel 1 contains the top third of the race cars.
- Reel 2 contains the middle third of the race cars.
- Reel 3 the bottom third of the race cars.

When you line up the top, middle and bottom of the same race car, you receive a payoff. If any section of the wild car appears, you also receive a payoff as shown in the special payoffs, above.

This game has three distinct screens — the 'Pick your race car' screen, the 'Build a 'crazy' car' screen, and a composite regular game and race screen. It also displays a menu whenever a new race is ready to start to let you make a bet on the race.

'Pick Your Race Car' Screen

- You always encounter this screen first when you start a new session.
- This screen shows 6 race cars — the wild (the all gray) car and cars numbered 12, 3, 55, 48 and 24. Each car has its win odds placed beside it. You don't see the bad (the all black) car here. You also see a typical crazy (the rainbow) car. A notice at the top of the screen instructs you to "Click on the car you want to race or build a crazy car to drive."
- Select your car from the display of 6 or build a crazy car to race.
- If you click on one of the six ordinary cars, you proceed directly to the Race pop-up window. If you click on the 'crazy' car, you proceed to the 'Build a 'crazy' car' screen.

'Build a 'Crazy' Car' Screen

- This screen displays the six race cars with three horizontal lines dividing them into their three segments.
- Building a crazy car requires choosing parts from three different cars, excluding the black car.
- You click on any segment and it appears in the appropriate position in a box below designed to hold your crazy car. When a car segment is selected, none of the other segments from that car can be chosen so the entire car is grayed out. Additionally the same kind of segments — top, middle or bottom — of the other cars will also be grayed out. This happens because crazy cars must be built from the parts of three different cars.
- Once the third segment appears in the box, the crazy car's winning odds appear along with a button labeled 'Done.' Click on the button to proceed to the regular game screen.
- If you change your mind about the composition of your crazy car, click on any offending section in the box and it will disappear. The appropriate grayed car sections will then return to normal.

Race Pop-up Window

- Whenever a new race is set to begin, an announcement appears on the screen declaring, "A new race is about to start, please make a wager on your car." A picture of your car and its odds appear underneath.
- Beneath the car, there is a window showing '0 credits,' two arrow buttons and a Done button. Left-click on the arrow buttons to alter the amount, from 0–10. Click on the Done button to lock in the amount.
- Once you're done, the machine immediately deducts the amount bet from your credit account.
- You can't bet more credits than you have banked in the machine. You can insert more money to relieve the situation.
- If your car wins a race, you receive a payout based on the product of the odds (as a ratio) and your bet amount.
- Don't despair if you lose a race — prizes are awarded for second and third place finishes as well.

Playing the Game

The remainder of the game plays much like a slot machine. Place your bet and then spin the reels. If the reels line up properly you will get a payout. Also watch the race on the upper part of the screen. The more pieces of a particular car that show up on the reels the farther along it moves in the race. The race winner is the car that crosses the finish line first.

VIDEO POKER



You can select a video poker machine by clicking on a machine from the casino floor; or by selecting one from the Go To Menu.

When you click on the Go To button, a menu will appear and you will be presented with a list of games, each with its own MONOPOLY theme. When you choose one by clicking on it, your next step is to select a Slot Amount. There are nine denominations, indicating the minimum bet amount that the game accepts:

- 5¢ Each credit costs five cents.
- 25¢ Each credit costs twenty-five cents.
- \$1 Each credit costs one dollar.

- \$5 Each credit costs five dollars.
\$10 Each credit costs ten dollars.
\$25 Each credit costs twenty-five dollars.
\$50 Each credit costs fifty dollars.
\$100 Each credit costs one hundred dollars.
\$500 Each credit costs five hundred dollars.

Different Types of Video Poker

Deuces Wild

In this variation, 2s are Wild cards and can substitute for other cards. Special Delivery and Snake Eyes are this type of game.

Jokers Wild

In this variation, the Joker is a Wild card and can substitute for other cards. King of the World is this type of game.

Deuces and Jokers Wild

In this variation, the Joker is a Wild card as well as the 2s. Everything Goes is this type of game.

Kings or Better

In this variation, you must have at least a pair of Kings to make a winning hand. King of the World is this type of game.

Jacks or Better

In this variation, you must have at least a pair of Jacks to make a winning hand. Knave of Hearts, All American City, and Jack of All Trades are this type of game.

Tens or Better

In this variation, you must have at least a pair of 10s to make a winning hand. Street Repairs is this type of game.

Indicating How Much Money You Want to Play

Once you have selected which Video Poker game and Slot Amount you want to play, you must indicate how much money you want to put in the machine. Click on the Money buttons in the Betting Area to add to the Bet Amount displayed in the window. Click on the Clear Bet button to reset the betting amount.

Placing Your Bet

Once you have indicated how much money you want to enter, click on the Bet button to begin play. You will notice that there are three numeric displays in the Video Poker playing screen. On the top right, the Credits display shows how many credits you have entered based on the minimum bet amount of that machine. On the top left, the "bet" display shows how many credits are being bet on the current game. When you receive a payout you will see it in the bottom left next to "won."

For the Progressive Video Poker machines these three areas all appear at the bottom of the screen while the current jackpot amount is displayed at the top.

When you have entered your credits, your next step is to indicate how many of those credits you want to bet on the current game. You can either Bet One or Bet Max. Clicking on the Bet One button bets credits one at a time, stopping at 5 which is the maximum number of credits you can bet. Clicking on Bet Max will bet up to 5 credits, depending on how many you have entered.

Playing the Game

When you click on the Deal button, 5 new cards appear on the screen. Click on the cards you want to keep, and you will see the word Hold displayed above them. If you want to change which cards to keep, simply click on the card again and the word Hold will go away. When you have indicated which cards you want to keep and which you want to discard, click on the Deal button again. The cards that did not have the word Hold will be replaced.

Winning

If your hand is a winner, the pay table at the top of the screen will light up to indicate what you have won. The corresponding number of credits will appear, added to the amount of Credits on the screen. The area next to "won" will also indicate your current payout when you win.

MONEY WHEEL



From the main floor of the casino, proceed to the Money Wheel either by using the Go To button or left-clicking on the 'Power Plant' sign on the floor. Before you can enter, however, you must select a table limit for the game:

\$1 – \$400

\$3 – \$400

\$5 – \$400

The Money Wheel included in this package is very much like the ones encountered every day at carnivals and money raisers. The dealer spins a large wheel that contains numbers and special symbols and pays off all bets that correctly predicted where the money wheel would stop. At the Money Wheel screen, you see the following:

The Money Wheel is divided into 54 pie wedges labeled with a number or symbol:

24 segments show \$1

15 segments show \$2

7 segments show \$5

4 segments show \$10

2 segments show \$20

1 segment shows MR. MONOPOLY

1 segment shows The Electric Company

The Betting Layout appears underneath the money wheel. It contains MONOPOLY bank notes in denominations that correspond to the dollar amounts on the wheel and two spaces showing the MR. MONOPOLY and Electric Company symbols.

Spin button. Use this button when ready to start the wheel spinning.

Repeat Bet button. After your first bets resolve, this button appears. Left-clicking on it causes the same bets that you made last time to reappear on the layout.

How to Play

1. Use the Betting Tool to establish the size of your bet.
2. Place bets on the layout with left-mouse clicks. Retrieve bets with right-mouse clicks.
3. Left-click on the 'Spin' tab to spin the wheel. The winning spaces on the layout light up at the conclusion of the spin.
4. All bets on the table automatically resolve. 'W' buttons appear on all winning bets and 'L' buttons appear on all losing bets.
5. When finished with your inspection, left-click on the 'Continue' tab to start the next round of betting. Your wins will be added to your bankroll and your losses removed from the table.

Types of Bets and Their Payoffs

You can make seven bets.

One Dollar Bill

If the wheel stops at \$1, you win \$1 for every \$1 bet here. In the total cycle of 54 spins, this bet should win 24 times and lose 30 times on average. The house edge is 11.11%.

Two Dollar Bill

If the wheel stops at \$2, you win \$2 for every \$1 bet here. In 54 spins, this bet should win 15 times and lose 39 times on average. The house edge is 16.67%.

Five Dollar Bill

If the wheel stops at \$5, you win \$5 for every \$1 bet here. In 54 spins, this bet should win 7 times and lose 47 times on average. The house edge is 22.22%.

Ten Dollar Bill

If the wheel stops at \$10, you win \$10 for every \$1 bet here. In 54 spins, this bet should win 4 times and lose 50 times on average. The house edge is 18.52%.

Twenty Dollar Bill

If the wheel stops at \$20, you win \$20 for every \$1 bet here. In 54 spins, this bet should win twice and lose 52 times on average. The house edge is 22.22%.

MR. MONOPOLY and The Electric Company

If you bet either of these special symbols and win, you collect \$45 for every \$1 bet. In 54 spins, either bet should win once and lose 53 times on average. The house edge is 14.81% for both bets.

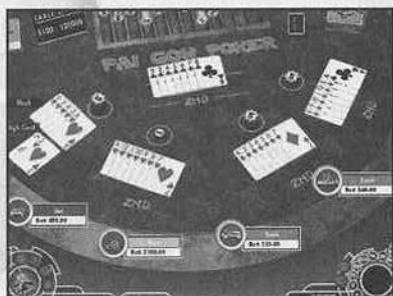
Betting Limits

No matter what table limits you select upon arriving at the Money Wheel table, the actual maximums will vary according to the type of bet.

Type	Maximum Bet
\$1 bet	\$400
\$2 bet	\$200
\$5 bet	\$80
\$10 bet	\$50
\$20 bet	\$50
MR. MONOPOLY	\$50
Electric Company	\$50

When at the Money Wheel, left-click on the 'Table Limit' placard to see the same detailed description of minimums and maximums.

PAI GOW POKER



In Pai Gow Poker, the player is dealt seven cards from which he/she must make two hands, one with five cards and one with two cards. The 5-card High Hand must outrank the 2-card Low Hand. For example, if you were dealt a pair of aces and a pair of 8s, and were to split them, the lower-ranking 8s would have to be in the 2-card hand. In order to win Pai Gow Poker, both hands must beat the dealer's hands. If only one hand wins then it is considered a Push.

Pai Gow Poker is played with a standard 52-card deck with the addition of one Joker. The Joker can only be used as a Wild card to complete a straight or a flush, or to make a pair of aces.

How to Play

1. Indicate your bet amount in the Betting Area. Place your bet by clicking the Place Bet button or in the middle of the circle above your position at the table.
2. Once the cards are dealt, select your Low Hand by clicking on the two cards you want, making sure that they don't outrank the remaining five in the High Hand.
3. Click the Submit button to finalize your hand. The dealer will flip over his/her cards and compare them against all other players'

hands to see who won, lost or pushed. If you are unsure of how to arrange your cards, click the dealer help button to have the cards arranged for you by the dealer.

- Click the Play button to play another game of Pai Gow Poker.

Rank of Hands (Highest to Lowest)

Five Aces	Ace, Ace, Ace, Ace, Joker.
Royal Flush	Ace, King, Queen, Jack, 10, all of the same suit.
Straight Flush	Five cards of the same suit in numerical sequence.

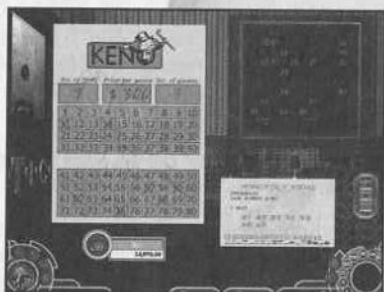
Note: There is one exception to the ranking of Straight Flushes: Ace, 2, 3, 4, 5 ranks above King, Queen, Jack, 10, 9.

Four of a Kind	Any four cards of the same rank.
Full House	Any three of a kind plus any pair.
Flush	Any five cards of the same suit.
Straight	Any five cards in numerical sequence, regardless of suit.
Three of a Kind	Any three cards of the same rank.
Two Pair	Two cards of one rank, two cards of another rank.
One Pair	Any two cards of the same rank.
High Card	The highest-ranking card in a hand of five unmatched cards that are not of the same suit and not in sequence.

KENO

From the main floor of the casino, you proceed to play Keno either by using the Go To Button or left-clicking on the Keno marquee at the entrance of the Keno Room.

How to Play



Preparing the Betting Slip

- When you first enter the Keno Room, you will see a large blank Keno Betting slip all ready to mark.
- Left-click on the numbers you wish to play. They receive 'X' marks. You may choose between one and ten numbers, no more. A count of the marked numbers is maintained in the 'No. of Spots' box.

3. You can erase a number mark with a right mouse click. You can also start afresh by left-clicking on the 'Clear' tab.
4. To set the amount of your game bet, left-click on the 'Price Per Game' box. A pop-up window appears enabling you to set a price between \$1 and \$20. The default is \$1.
5. You can apply the same ticket to more than one game. To do so, just left-click on the 'No. of Games' box. A pop-up appears letting you choose between 1 and 20 games. Later on, when you submit your betting slip and purchase a ticket in return. It will be good for that number of consecutive games beginning with the very next one to play. The default is one game.

Buying Your Ticket

1. When satisfied with the state of your betting slip, take it to the ticket window to buy a ticket. You accomplish this either by left-clicking on the window or on the 'Submit' tab.
2. You will receive a computer-generated ticket in return. It will display a listing of your chosen numbers, the price per game, and the identification numbers of the games it will cover.
3. The cost of the ticket is the product of its 'price per game' and the number of games it proposes to cover. *For example, you have submitted a ticket with a 'price per game' of \$3 and good for the next 15 games. A total cost of \$45 will be deducted from your bankroll.*

Watching the Game Play

1. Every one minute, a new game will commence. You can set the time interval in the Options.
2. You don't actively participate in the game of Keno. You just watch as the twenty numbers appear on the Keno board. Any numbers you catch will automatically be circled on your tickets. At the conclusion of the game, your single tickets will be marked either a 'Winner' if it won a prize or 'Void' if it lost. Your multiple game tickets won't be marked until the final game of their run. A multiple game ticket will always display the circled numbers of its best showing so far.
3. Any time you want, you may cut out the wait period for the next game by left-clicking on the 'Play Now' tab.
4. You can leave the Keno room at any time. Active tickets still work even though you won't be able to monitor them away from the Keno room. You will be notified if you won or lost when the Keno game is complete.
5. When a game concludes, you will automatically collect your prizes wherever you may be in the casino.

Maintaining Your Tickets

1. Once you purchase your first ticket, it will appear on screen. Additional tickets are added to it to form a pile.
2. Left-clicking on the arrows lets you thumb through all of the tickets you've purchased so far.
3. By clicking on the 'x' button, you can delete the ticket currently on top of the pile. Since the pile can hold 100 tickets, at most, eventually you'll want to start pruning.
4. You cannot tear up still unresolved tickets, only the used ones stamped, 'Winner' or 'Void.'

The Paytable

This payable indicates the payoffs for a \$1 ticket. Multiply the prize by the 'price per game' of your ticket to calculate the actual winnings.

Play 1 spot

Catch	Win
0	0
1	\$4

Play 2 spots

Catch	Win
0	0
1	\$1
2	\$10

Play 3 spots

Catch	Win
0	0
1	0
2	\$2
3	\$50

Play 4 spots

Catch	Win
0	0
1	0
2	\$1
3	\$7
4	\$150

Play 5 spots

Catch	Win
0	0
1	0
2	\$1
3	\$2
4	\$10
5	\$650

Play 6 spots

Catch	Win
0	0
1	0
2	0
3	\$1
4	\$5
5	\$100
6	\$3050

Play 7 spots

Catch	Win
0	0
1	0
2	0
3	\$1
4	\$3
5	\$25
6	\$350
7	\$7,000

Play 8 spots

Catch	Win
0	0
1	0
2	0
3	\$1
4	\$2
5	\$10
6	\$70
7	\$1,000
8	\$21,000

Play 9 spots

Catch	Win
0	0
1	0
2	0
3	0
4	\$1
5	\$5
6	\$50
7	\$300
8	\$5,000
9	\$100,000

Play 10 spots

Catch	Win
0	0
1	0
2	0
3	0
4	\$1
5	\$3
6	\$15
7	\$100
8	\$1,200
9	\$20,000
10	\$500,000

BINGO

Basic Description of Play

The basic rules for Bingo are simple and should be familiar to almost everyone who played games as a child. All of the participants obtain a Bingo card showing 24 different numbers, rated between 1 and 75, in a 5x5 grid. The center space is labeled "Free." You can recognize the Free space on our cards by the Free Parking auto parked there. Every card is unique. A container holds 75 balls or chips, numbered 1 to 75. A caller, employed by the casino, randomly selects one of these balls and calls out the number. You search for that number on your card and mark it if there. The other players do the same. The caller continues to call numbers, one at a time, until one of the players fills a pre-arranged pattern on his/her card with called numbers. He, then, shouts "Bingo" and wins.

The "Free" space on every card is already considered marked as a favor to all.

BINGO 7 22 36 53 62 5 23 40 59 71 6 19 8 55 74 11 27 35 47 68 15 20 31 56 63	BINGO 4 28 33 57 68 14 18 39 50 73 2 24 8 53 62 3 16 40 47 63 12 25 37 46 75	BINGO 5 21 42 46 63 3 28 40 50 62 7 16 8 3 75 6 23 39 55 72 13 18 35 58 69	BINGO 4 25 38 58 68 13 19 39 48 67 1 21 8 59 61 5 12 33 47 66 8 20 32 49 64
BINGO 9 41 56 75 3 22 33 60 73 14 25 8 33 74 1 17 34 57 66 4 20 45 55 69	BINGO 12 28 41 49 61 1 24 32 48 63 6 19 8 55 64 3 23 45 57 75 5 30 40 51 71	BINGO 12 22 32 50 67 11 30 49 54 69 9 19 8 57 62 14 21 39 48 72 3 18 31 51 64	BINGO 8 24 39 58 62 1 21 36 51 67 13 20 8 49 71 2 19 37 47 74 14 26 42 59 65

To make the search for numbers easier, a Bingo card is organized in the following manner:

- 1 - 15 always appears in the first column under the letter B
- 16 - 30 appears in the second column under the letter I
- 31 - 45 appears in the third column under the letter N
- 46 - 60 appears in the fourth column under the letter G
- 61 - 75 appears in the fifth column under the letter O.

Features

You can play up to eight cards per game to improve your chances of winning. One number on each card is a "Lucky" number and appears in gold on a dark disk. If one of your lucky numbers matches a special gold ball number called, you win a bonus prize. All players who are one number away from winning when "Bingo" is called share a consolation prize. There is no fixed prize for winning Bingo. Every game starts with a huge six-figure award in the early rounds and, as the game proceeds without finding a winner, the award begins to drop in value. The smallest prize is still \$100.

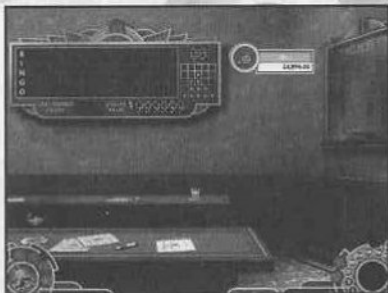
Heading to Bingo

When at the main floor of the casino, proceed to Bingo either by using the Go To Button or left-clicking on the entrance to the Bingo Room. Before you can enter, however, you must decide which kind of game you want to play, either a single game, the Token Tournament, or the MONOPOLY Tournament.

Single game – Play just one game at a time. The program will randomly select a pattern for the game and display it both on the Bingo Board and on each Bingo card.

Tournaments – You will always encounter a pre-arranged sequence of patterns. You must play nine games to complete the MONOPOLY Tournament and thirteen games to complete the Token Tournament.

How to Play



Click on the cashier window or the 'Buy Card' button to buy a Bingo card. You may buy up to eight Bingo cards at \$1 each. The money is automatically deducted from your bankroll. Further clicks on the window are ignored. Each purchased card appears on screen. There is space available for two rows of four cards. You cannot retract a purchase once made.

There will always be 100 cards in play for every game. The computer will manage what remains after you have bought yours. Each card has a lucky number, which is written in gold over a dark disk. The Bingo game won't commence until you click on the 'Begin' button.

A new ball is randomly picked and a voice will announce the result. You will also see the number appear on the Bingo Board and at the tool in the lower-left corner. In the time allotted to you between calls, you should search for and mark with a left-mouse click the announced number if it appears in the pattern on any of your cards. Also mark a lucky number if it matches the gold ball number. The mark shows up as a red mark. You can't undo a mark once made. Don't worry if you make a mistake. A misplaced daub won't void the card.

To claim a legal Bingo, you must have marked the correct pattern and have all called numbers in the pattern. Once you have managed to do so, you call 'Bingo' by clicking on the card's 'Bingo' label. You don't need to call Bingo immediately. If you initially miss it, you can still call it out later. Computer-controlled cards can also make Bingo. You can still call "Bingo" after hearing someone else shout it out if there is still any of the eight seconds remaining. If more than one player makes Bingo in the same eight-second interval, the prize is split among all of the winners. If you happen to call an illegal 'Bingo' by mistake, your offending card is marked 'void' and put out of play. This is the only penalty assessed.

Once a verified Bingo has been called, the game ends. Prizes are awarded to the deserving. You can then buy new cards to replace the used ones and start a new game by clicking the 'Begin' button.

The Bingo Board

The main purpose of the board is to keep a record of the numbers as they are called. It also provides other important information. The most recent number called appears in the Last Number Called box. The current size of the Bingo prize appears in the Dollar Value box. The number of calls made so far appears in the unlabelled box in the upper-right corner of the board. A 5x5 grid at the right side of the board displays the pattern currently in use.

Prizes

There are three prizes offered for each game — a grand prize, a consolation prize, and a lucky number prize. The first player to call Bingo wins the grand prize. This prize appears in the 'Dollar Value' box on the Bingo Board. Multiple winners split the prize.

All players with one or more 'wait' cards (one number away from Bingo) when Bingo is called split the consolation prize at the same time. This prize is always valued at one half the current 'Dollar Value' amount. In the ball container lurks one gold number ball. If it's called and you can daub the same number in any of your lucky number spaces, you win \$100. If you do so in the last game of either tournament, you win \$1000. A new gold lucky number ball is selected for each game played. Multiple winners split the money.

Tournaments

Token Tournament consists of thirteen games. The first twelve follow a fixed sequence of patterns to allow for variation in play length. The thirteenth game is a coverall requiring all twenty-four numbers to be marked for a win. The numbers in parentheses indicate size of the pattern.

Pattern

Race Car (10)
Wheelbarrow (8)
Money Sack (11)
Horse (7)
Biplane (10)
Cannon (7)
Thimble (12)
Shoe (9)
Iron (10)
'Scottie' (11)
Battleship (10)
Top Hat (13)
Coverall (24)

MONOPOLY Tournament consists of nine games. They also follow a fixed sequence of patterns. In this case, to spell out the words "MONOPOLY GO."

Pattern

'M' (12)
'O' (16)
'N' (12)
'O' (16)
'P' (9)
'O' (16)
'L' (7)
'Y' (6)
'GO' (21)

If you quit play before the tournament's conclusion, you must start over from the beginning. Your position will not be saved. The Bingo tournaments differ from the other game tournaments in that you don't win a prize if you are the richest player at the end of the tournament. In compensation, the Lucky Number prize does increase from \$100 to \$1000 for the final game of each tournament. When participating in a tournament, two numbers appear separated by a slash on your i.d. card. The first marks your progress in the tournament. The second indicates the total number of games to be played in the tournament, either 9 or 13. For example, 7/13 indicates that you are currently at the seventh game of the thirteen game 'Token' Tournament.

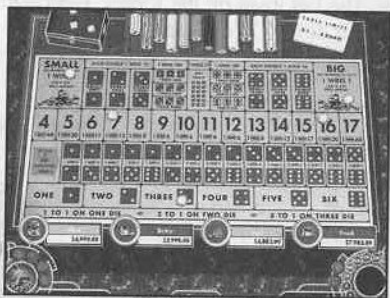
SIC BO

Heading to Sic Bo

When at the main floor of the casino, proceed to the Sic Bo table either by using the 'Go To' Button or left-clicking on the Oriental Avenue area and selecting Sic Bo from the games list. Before you can enter, however, you must decide on the table limits for the game. You have three levels to choose from:

- \$1 – \$2,500
- \$3 – \$2,500
- \$5 – \$2,500

Arriving At the Sic Bo Table



Sic Bo is an ancient game of betting on the various combinations that can appear in the throw of three dice. At the Sic Bo table, you'll see the following:

- *The betting layout.* This fills up most of the screen. On the table are all of the possible dice combinations that can be bet on. The odds are listed next to each combination.
- *'Roll/Continue' button.* Use this button to advance to the next phase of play.
- *'Repeat Bet' button.* After your first bets resolve, this button appears. Left-clicking on it causes the same bets that you made last time to reappear on the layout.
- *A dice window in the Universal Tool.*

How to Play

1. Use the Betting Tool to establish the size of your bet.
2. Place bets on the layout with left mouse clicks. Retrieve bets with right mouse clicks.
3. Left-click on the 'Roll' tab to toss the three dice. All of the winning spaces on the layout light up at the conclusion of the toss.
4. All bets on the table automatically resolve. 'W' buttons appear on all winning bets and 'L' buttons appear on all losing bets.

5. When finished with your inspection, left-click on the 'Continue' tab to start the next round of betting. Your wins will be added to your bankroll and your losses removed from the table.

Types of Bets and Their Payoffs

Sic Bo offers a large and interesting array of bets to attract you to the table.

Big and Small

A *Big* bet wins if the sum of the three dice tossed falls anywhere between 11 and 17 inclusive and is not a triple. The payoff odds are 1-1. In 216 tosses, this bet should win 105 times and lose 111 times for a house edge of 2.78%. The *Small* bet is the complement to the *Big* bet and wins if the dice sum falls anywhere between 4 and 10 inclusive. The bet loses on the triples. The payoff odds are 1-1. Just like the *Big* bet, in 216 tosses, this bet should win 105 times and lose 111 times for a house edge of 2.78%.

Triple

You are betting that the selected three of a kind will appear in the next toss. A betting space is provided on the layout for each of the six possibilities. The payoff odds are 180 to 1, the best on the table. In 216 tosses, this bet should win only once and lose 215 times. The house edge is 16.20%.

Any Triple

You are betting that any one of the six possible three-of-a-kinds will appear in the next toss. The payoff odds are 30-1. In 216 tosses, this bet should win 6 times and lose 210 times. The house edge is 13.89%.

Double

You are betting that a selected identical pair of numbers will appear in the next toss. A betting space is provided on the layout for each of the six possibilities. The payoff odds are 10-1. In 216 tosses, this bet should win 16 times and lose 200 times. The house edge is 18.52%.

Two-Dice Combinations

A separate betting space has been provided for each of the 15 remaining non-pair, two dice combinations. Each pays off at 5-1. In 216 tosses, one of these kinds of bet should win 30 times and lose 186 times. The house edge is 16.67%.

One-of-a-kind

Six betting spaces, labeled 1-6, appear along the bottom the layout. A bet on any one of them pays off at 1-1 odds if that number appears once in the next dice toss; at 2-1 odds if that number appears twice in the next dice toss; or at 3-1 odds should all three dice show that number in the next dice toss. In 216 tosses, one of these kinds of bet should win 75 times with the chosen number appearing once, 15 times with the chosen number appearing twice, and once with the chosen number appearing on all three dice. The bet will lose 125 times. The house edge is 7.87%.

Three-Dice Totals

The final type of bet depends upon the sum of the three dice. You may wager on any total, from 4-17, appearing in the next toss. The payoff odds vary depending upon the difficulty in obtaining a particular amount as indicated in this table.

Total	Payoff Odds	House Edge
4 total	60-1	15.28%
5 total	30-1	13.89%
6 total	17-1	16.67%
7 total	12-1	9.72%
8 total	8-1	12.50%
9 total	6-1	18.98%
10 total	6-1	12.50%
11 total	6-1	12.50%
12 total	6-1	18.98%
13 total	8-1	12.50%
14 total	12-1	9.72%
15 total	17-1	16.67%
16 total	30-1	13.89%
17 total	60-1	15.28%

Betting Limits

No matter what table limits you select upon arriving at the Sic Bo table, the maximums will vary according to the type of bet.

Type	Maximum Bet
Big or Small	\$2500
One of a kind	\$500
Two-dice combos	\$500
Doubles	\$500
Three-dice sums	\$100
Any Triples	\$100
Triples	\$25

BLACKJACK

Heading to Blackjack

When at the main floor of the casino, proceed to the Blackjack table either by using the 'Go To' Button or left-clicking on any of the blackjack tables appearing on the left side of the floor. Before you can enter, however, you must decide on the table limits for the game. You have four levels to choose from:

- \$5 - \$500
- \$10 - \$1,000
- \$25 - \$2,500
- \$100 - \$10,000

Arriving at the Blackjack Table



- The betting layout fills up most of the screen. On the table are the card shoe, table limit placard and four betting spaces.
- *Play/Bet* tabs. Left-click on this tab to advance to the next phase of play.
- *'Double/Split/Stand/Hit/Surrender'* tabs. Use these tabs to make play decisions.

How to Play

1. Use the Betting Tool to establish the size of your bet.
2. Place your bet on the betting circle in front of your nameplate with a left-mouse click. Left-clicking on the bet button also works. You cannot bet less than the table minimum or more than the table maximum. When satisfied with your bet, left-click on the 'Bet' tab to receive your cards.
3. Once the AI players have made their bets, the dealer deals two cards to everyone including himself. The players receive their cards face-up. The dealer gets one card face-up and the other face-down. The latter card is known as the "hole" card.
4. Hands are resolved one at a time starting with the player to the immediate right of the dealer. When it comes to your turn, decision tabs appear at the bottom of the screen. Left-click on the one you want to make next. You will only ever be offered feasible choices. *For example*, don't expect to be allowed to split your cards if they aren't a pair. Eventually, you will either stand or bust.
5. After all hands have concluded, you have an opportunity to examine the results.
6. When finished with your inspection, left-click on the 'Play' tab to start the next round of play.
7. Before the first hand, a yellow 'shuffle' card is randomly inserted into the pack of cards. When it eventually appears, the dealer will take the cards already played and reshuffle them with the remaining stock to form a new pack. The yellow card is then randomly reinserted into the pack to signal the next shuffle.

8. The object of the game is to reach 21 or get closest to 21 (without going over) and beat the dealer's hand.

Play Choices

- *Hit* – Receive another card
- *Stand* – End your turn.
- *Double Down* – Possible only when you have two cards showing. For the privilege of doubling down, you make a second bet equal to your original bet. The dealer then gives you one more card. You then must stand and end your turn.
- *Split* – You may split only if your first two cards form a pair of equal value. The two cards are then divided into two new hands that you play separately. You must place a second bet, equal to your original bet, to back the new hand. Under certain casino rules you may re-split a hand that has already been split provided you meet the criteria for a split. Usually you may only split your hand once. You can allow additional splits by checking the 'split 3 times' option.
- *Surrender* – You may choose to surrender after receiving your first two cards. You forfeit your hand but receive half of your original bet back in compensation. To play with surrender, you must choose it as an option first.
- *Insurance* – This option is available only if the dealer's face up card is an ace indicating a possible blackjack. Normal play is interrupted and you are asked if you wish to buy insurance. The premium is set at one half your bet. If the dealer doesn't end up with a blackjack, you lose your premium. If the dealer does indeed score a blackjack, you receive three times your premium as your award.

Game Options

Choose the number of decks to be used in the game. The house edge improves with each deck added to the pack. The big casinos generally operate with six decks. Choose from:

- One deck
- Two decks
- Four decks
- Six decks
- Eight decks

The ability to make a "Double Down" bet on your initial two cards is to your advantage. Consequently, some casinos want to recover a bit of an edge by restricting the option to certain card totals only. Choose from:

- Double down on 11 only.
- Double down on 10 or 11 only.
- Double down on 9, 10 or 11 only.
- Double down on anything.

"Splitting Pairs" is also to your advantage. Again, certain casinos try to improve their edge by limiting the number of splits to once or not at all. Choose from:

- No splitting allowed.
- Split once.
- Split three times.

The likelihood of drawing a ten-valued card to a single ace and, thus, making 21 is so high that even though a casino might allow multiple splits, it generally won't accord the same courtesy to the aces.

- Resplit aces.

For the sake of their edge, most casinos won't extend the "Double Down" privilege to split hands. You can remove this restriction if you want.

- Double down on split hands.

If you'd rather not be bothered with the dealer's insurance offers (which is a bad bet, by the way) you can turn it off.

- Insurance available.

It is to the player's advantage for the dealer to stand on a soft seventeen. Some casinos would rather keep the edge for themselves and order their dealers to hit on a soft seventeen.

- Dealer hits on a soft seventeen.

More and more casinos are offering a surrender option to the player, which is somewhat surprising, since it hurts the casino's edge. Perhaps the intense competition for players in both Vegas and Atlantic City has something to do with it.

- Surrender.

POKER

From the main floor of the casino, you proceed to the Poker Room either by using the 'Go To' Button or left-clicking on the Poker Room appearing on the right rear side of the floor. Before you can enter, however, you must decide on the poker variation you wish to play and the table limits for the game.

MONOPOLY CASINO Poker Rules

Cards

When playing poker, a deck of 52 cards is standard. There are 4 different suits, each containing 13 cards: Clubs, Spades, Hearts, and Diamonds. The Ace holds the highest rank, but also the lowest, allowing it to complete a Straight above a King or below a Deuce. From highest-ranking to lowest, the other cards are: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

Rank of Hands

1. **Royal Flush** – Ace, King, Queen, Jack, 10, all of the same suit
2. **Straight Flush** – Five cards in numerical sequence, all of the same suit
3. **Four of a Kind** – Any four cards of the same rank
4. **Full House** – Any three of a kind and any pair
5. **Flush** – Any five cards of the same suit
6. **Straight** – Any five cards in numerical sequence, regardless of suit
7. **Three of a Kind** – Any three cards of the same rank
8. **Two Pairs** – Two cards of one rank, two cards of another rank
9. **Pair** – Two cards of the same rank
10. **High Card** – Highest ranking card in a hand of five unmatched cards that are not of the same suit and not in sequence

Deciding the Winning Hand

When two or more players have hands of the same type, the winning hand is determined as follows:

1. **Royal Flush:** If more than one player has a Royal Flush, they tie and split the pot.
2. **Straight Flush or Straight:** The hand whose top card is of the highest rank is the winner. For example, if one hand has Jack, 10, 9, 8, 7, 6 (a Jack High hand) and the other has 8, 7, 6, 5, 4 (an Eight High hand), the hand with the Jack is the winner. If the top card of both hands is of the same rank, the players tie and split the pot.
3. **Full House:** If more than one player has a Full House, the hand with the highest ranking Three of a Kind is the winner.
4. **Flush:** The winning hand is the one containing the highest-ranking card. If the top cards in both hands are of the same rank, the winner is determined by the rank of the next highest card in the hands, and so on down to the lowest-ranking card. If all five cards in each hand are of equal rank, the players tie and split the pot.
5. **Four of a Kind, Three of a Kind, Pair:** In these hands, the one with the higher-ranking cards wins. For example, if one player has Three of a Kind made up of Kings, he/she wins over the player who has Three of a Kind made up of Jacks.
6. **If the matched cards in both hands are of the same rank,** the tie is broken by comparing the unmatched cards in the hands, the highest of which determines the winning hand. For example, if two players both have a pair of Aces, they must compare the other cards in their hands. If one of these players

also has a Queen, he/she wins over the player whose highest unmatched card is a 9. If all the cards are of equal rank, the players tie and split the pot.

7. **High Card:** The winning hand is the one with the highest-ranking High Card. For example, if one hand has King, Jack, 9, 5, 3 of different suits (a King High hand) and the other has Queen, 10, 8, 4, 2 of different suits (a Queen High hand), the King High hand wins. If both hands have a High Card of equal rank, the next highest card decides the winner. If all five cards are of equal rank, the players tie and split the pot.

Dealing

The number of cards each player receives, and whether the cards are dealt face down or face up depends on the Poker variation being played. The cards are dealt in rotation to each player in the game. The dealer is denoted by a marker next to that player's name. The designated dealer changes with each new hand, starting with the player on the dealer's left and proceeding clockwise around the table.

Betting

All of the Poker games include one or more betting intervals. In each betting interval, the player who receives the first card is the Leader, and places the first bet. Each player in rotation after the Leader may then either Check, Call, Raise or Fold.

Check: To Check is to make a bet with a dollar amount of zero. This may only be done when no previous player has made a bet during the current betting interval.

Call: To Call is to put an amount into the pot equal to the amount contributed by the previous player during that betting interval.

Raise: To Raise is to match a previous player's bet (Call) and also contribute an additional amount of your own choosing.

Fold: To Fold is to discard your hand and forfeit the money contributed to the pot. A player who has folded is no longer considered active.

Betting Limits

You can select a bet limit after you select which Poker variation you would like to play. In the Games Menu, a Menu Card will be displayed where you can click on the monetary range of your choice. During the game, the minimum and maximum allowable bets are displayed on the table limit plaque, located on the table.

Showdown

When all bets in the last betting interval have been equalized, the hands of all players who have not previously folded will be revealed face up on the table. The player with the highest-ranking hand wins the pot.

If at any stage in the hand, all the players but one have folded, the remaining player takes the pot without having his/her hand revealed.

Poker Terminology

Ante: An automatic contribution to the pot made by all the players before the Deal.

Deal: The period when cards are distributed to the players.

Draw: In certain Poker variations, players can discard up to a certain number of cards and then Draw new ones to take their place. The dealer always deals out the same number of new cards as discards.

7 Card Stud

The object of the game is to have the highest hand of five cards at the Showdown.

Deal and Betting Sequence:

1. Before the deal, every player automatically contributes the minimum bet amount to the pot. The dealer is denoted by a marker next to that player's name. With each new hand, the dealer marker passes to a new player.
2. First, two cards are dealt face down to each player starting with the leader and continuing clockwise around the table. These cards are known as the Hole Cards. Cards are then dealt one at a time to each player face up. After these cards have been dealt, the first betting interval takes place.
3. In all betting intervals, the player with the highest card showing face-up must make the first bet. If two or more players tie for the highest card showing, the player seated closest to the dealer's left bets first.
4. During each betting interval, players have four choices:
 - **Check:** This is to make a bet with a dollar amount of zero. This may only be done when no previous player has made a bet during the current betting interval.
 - **Call:** Enters a bet equal to the current highest bet in the pot.
 - **Raise:** Adds an amount equal to the current highest bet, plus an additional amount that you must specify.
 - **Fold:** This allows you to drop out of the game, but you forfeit any money you have bet.
5. Once all bets in the first betting interval have been equalized, a fourth card is dealt to each player face up. Another betting interval takes place, using the same rules and procedures as before.
6. Then a fifth card is dealt face up to each player, followed by another betting interval.

7. Next, a sixth card is dealt, face up like the previous three cards, followed by a betting interval.
8. Finally, each player is dealt a seventh card, face down. The final betting interval takes place, after which all players remaining in the hand (those that have not folded) show their Hole Cards.
9. The winning hand is the highest-ranking five-card hand that can be made from each of the players' seven cards. The player with the highest five-card hand wins the pot.

7 Card Stud Lowball Variation

The Lowball variation is played with the same game sequence and rules except that the lowest hand of five cards is the winner. The rules listed below are used to determine the winning low hand:

- Aces count as 1.
- The best possible low-ranking hand is 6, 4, 3, 2, Ace.

7 Card Stud Hi-Lo Variation

The Hi-Lo variation is played with the same game sequence and rules except that there is the opportunity for more than one player to win. The players with the highest and the lowest hand of five cards split the pot. If there are no qualifying low hands, the player with the winning high hand gets the entire pot. It is possible for the highest and lowest hands to be held by the same player since the low hand combination and the high hand combination can use different cards from the same hand. The rules listed above in the Lowball Variation are used to determine the winning low hand.

Texas Hold 'Em

Gameplay begins with two cards being dealt face down to each player. Later, five cards are dealt at intervals to the middle of the table for all the players to share. The object of the game is for each player to use the two cards in their hand and the five cards on the table to create the highest possible hand. The player with the highest-ranking hand of five cards is the winner.

How to Play

1. The dealer will start to deal the cards one at a time going clockwise around the table. As in other Poker variations, the dealer is denoted by a marker next to his/her name. With each new hand, the dealer marker passes to a new player.
2. After two cards have been dealt face down to each player, you have a choice of three actions:

Call: Enters a bet equal to the current highest bet in the pot.

Raise: Adds an amount equal to the current highest bet, plus an additional amount that you must specify.

Fold: This allows you to drop out of the game, but you forfeit any money you have bet.

3. Once all bets are completed for the round, the dealer will deal three cards face up to the center of the table. Another round of betting occurs.
4. When everyone is done betting, the fourth card is dealt face up to the center of the table. A third betting round ensues.
5. After all betting is finished, the fifth and final card is dealt face up to the center of the table. The fourth and final betting round begins.
6. When all the bets have been made and finalized, all the cards are turned over. The player with the highest-ranking hand wins.

Omaha Hold 'Em

In Omaha Hold 'Em, players are each dealt four cards face down. Five cards are dealt at intervals face up to the center of the table, which is called the Board or the Flop. All the players share these five cards. To make a final hand, each player must use two of the cards they were dealt and three from the Flop. The highest-ranking hand wins the pot.

Betting

Betting starts with the Leader (the player who receives the first card) and rotates clockwise around the table. The dealer is denoted by a marker next to his/her name. With each new hand, the dealer marker passes to a new player.

If three or more players are betting, they may not Raise more than three times each.

The Flop

After the opening round of betting, three cards are dealt face up to the center of the table. This is called the Flop. The players use these cards for the second round of betting. The Leader starts the round, and can either Open, Check or Fold. Betting then continues around the table, and players can Raise, Call, Check or Fold.

The Turn

When all players have Called, the fourth card is dealt face up to the center of the table. This is called the Turn. Betting again goes clockwise around the table, and ends when all players have Called.

The River

When the fifth card is dealt face up to the center of the table, this is called the River. A last round of betting commences, just as before.

The Showdown

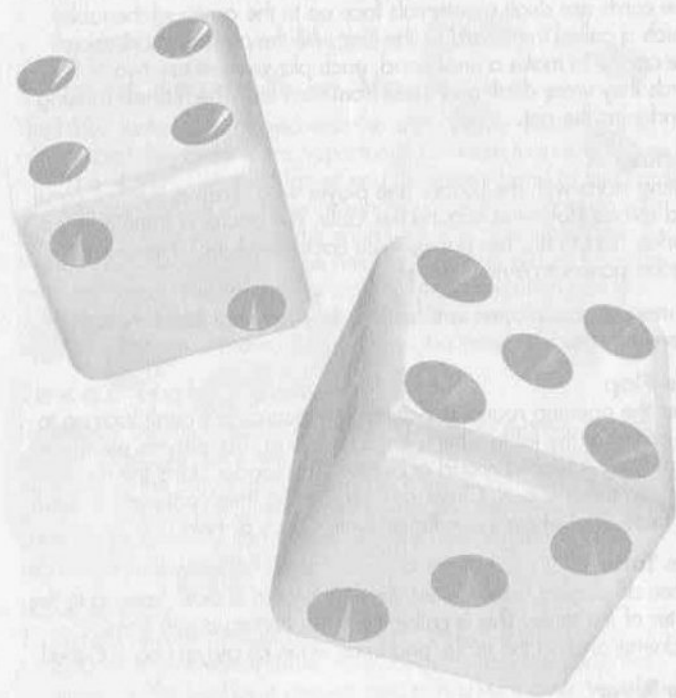
When the final betting is finished, the players who are still in must show their hands. The highest-ranking hand wins. If there is a tie, the winners split the pot.

Omaha Hold 'Em Hi-Lo Variation

In this variation, a player can win by having the highest-ranking hand, the lowest-ranking hand, or both. The low-hand combination

and the high-hand combination can use different cards from the same hand. In order for a low hand to be possible, the Board must have at least three cards that are 8 or less. The Low Hand rules listed above are used to determine the winner. For this variation, straights and flushes do not count in the low hand.

When the showdown occurs, the players that have the lowest and highest-ranking hands split the pot. If no one has a low hand, the player with the highest-ranking hand wins the pot. If two high hands tie, or two low hands tie, then that half of the pot is split between the tied players.



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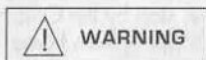
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